

ADA01 - PANTOMIME AND MIME UNIT

Pantomime

is acting without words by using facial expressions and gestures, expressive movements of the body or limbs.

Mime

1. is the expression or communication of an emotion, a thought, an idea or story through body gestures and facial expressions, and without spoken words.
2. the person who is the communicator of these gestures and facial expressions.



Mime Guidelines: Tricks of the Trade

1. The *body* is a mime's instrument/tool.

Use your whole body at all times. (Panto)Mime is much more than just hand and face expressions.



2. ~~Exaggerate!~~ Magnify your actions.

In mime, each action or gesture should be expressed with larger-than-life actions.



3. ~~Communicate~~ an Idea, Emotion or Thought rather than Acting out Words.

A mime must interpret beyond the words. Think about communicating the thought.





Marcel Marceau

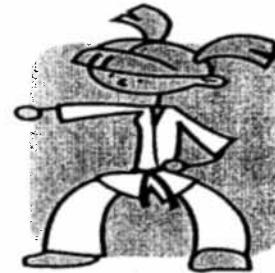
4. Communicate in *Adequate Detail*

Define objects well enough and make actions detailed enough so that the audience can clearly understand what you are attempting to communicate.



5. *Wind Up* for each action.

To focus attention on and define certain actions, it is good practice to wind up for each action. *Windup* means to first move in the opposite direction of the action to be taken.



6. Do Not let Imaginary Objects *Magically Appear and Disappear*

You must create objects, giving them substance and an illusion of reality. Once the object is created or defined, you cannot forget about it.

